Model 78-507

ELECTRONIC BATMAN™ RETURNS

http://www.replacementdocs.com

LCD VIDEO GAME

1 THE BATMAN™ RETURNS STORY

All has been fairly calm in Gotham City™ since Batman ended the Joker's™ reign of terror. But now there have been repeated sightings of a strange Penguin creature. Then a bizarre group of motorcycle-riding villains, who call themselves the Red Triangle Circus Gang™, tears onto the scene, causing havoc and civic disruption! Even a diabolical cat-like creature in the shape of a beautiful woman has been spotted!

Police Commissioner Gordon orders the famed bat signal be illuminated against the night sky, and as the Red Triangle Circus Gang continues their destruction, the Batmobile™ races to the rescue!

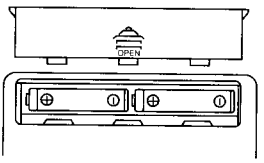
The gang is merely the plaything of The Penguin™! His hideout is in the old abandoned zoo, in the deserted and now forgotten Arctic World Pavillion. The Penguin uses his elaborate arsenal of umbrella weaponry—firing off bullets and flames!

Batman has a new weapon of his own—a new, computerized Super-Batarang™!

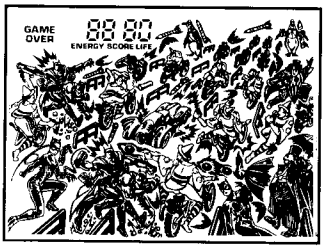
Inside his lair, The Penguin is also protected by his most elite fighters—the Penguin Commando™ Army! As if this wasn't enough, Catwoman™ is making plans of her own to defeat Batman!

2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.
Do not use rechargeable batteries.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.

Clean only with a piece of soft dry cloth.

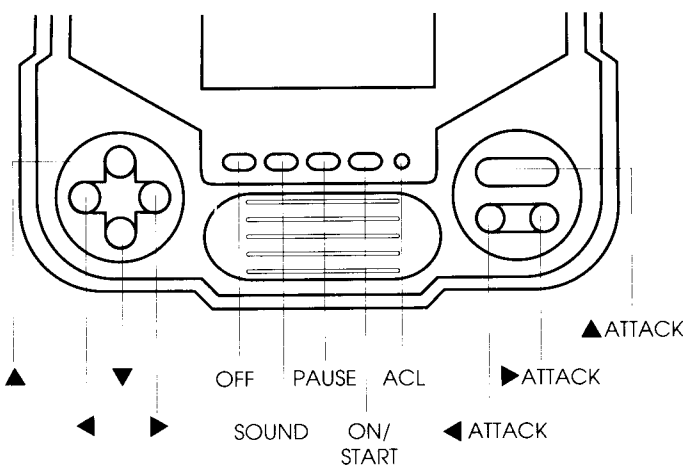
Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

You always play as Batman! You drive the Batmobile as well as fight on foot. You must defeat your deadly enemies—The Penguin's Red Triangle Circus Gang and his Penguin Commando Army, as well as Catwoman and The Penguin himself!

You WIN the game if you can defeat The Penguin on the final stage!

5 CONTROL GUIDE



ON/START	— To turn on the unit. — To start the game. — To start each stage. — To exit pause.
PAUSE	— To pause the game.
SOUND	— To control sound: on or off.
OFF	— To turn off the unit.
▲ATTACK	— To attack from FRONT with Batmobile firepower (stages 1 and 3). — To attack with Super-Batarang (stages 2 and 4).
◀ATTACK	— To attack with firepower from BOTH sides of the Batmobile (stages 1 and 3). — To attack with LEFT punch (stages 2 and 4).
▶ATTACK	— To attack with firepower from BOTH sides of the Batmobile (stages 1 and 3). — To attack with RIGHT punch (stages 2 and 4).
▲	— To ACCELERATE the Batmobile (stages 1 and 3). — To move UPWARD on foot (stages 2 and 4).
▼	— To BRAKE the Batmobile (stages 1 and 3). — To BEND DOWN/DODGE (stages 2 and 4).
◀	— To steer the Batmobile LEFT (stages 1 and 3).
▶	— To steer the Batmobile RIGHT (stages 1 and 3). — To move FORWARD on foot (stages 2 and 4).

Note: On stages 1 and 3, < ATTACK and > ATTACK buttons have same function: to attack with firepower from both sides of the Batmobile!

6 FEATURES

— 4 stages of street warfare
— firepower of the Batmobile
— lethal punching
— Super-Batarang
— life counter
— energy counter
— built-in sound
— sound on/off control
— maximum score retained
— built-in automatic power-off timer

7 GAME SUMMARY

You fight as Batman through four stages of terrifying (but exciting) street action! On stages 1 and 3, you drive the Batmobile! On stages 2 and 4, you walk the streets and fight your enemies on foot!

You have a LIFE COUNTER and an ENERGY COUNTER. You lose life units when you're hit by an enemy. If you ever lose all your life, the GAME IS OVER. You lose energy units whenever you are attacking an enemy. You lose 1 life unit whenever your energy counter drops to zero.

You WIN the game if you can defeat The Penguin on stage 4!

Each stage presents it's own special challenges:

STAGE 1:
You're fighting in the Batmobile against the Red Triangle Circus Gang! Gang members are on motorcycles. Use the guns on the Batmobile to open fire against the gang members! You can also steer the Batmobile left, right, or forward to crash the gang off of the road!

You win the stage if you can defeat all the gang members sent to attack you! Then you appear outside the Batmobile at the end of the stage. If you lose the stage, The Penguin will appear to exult in his triumph.

STAGE 2:
You're fighting on foot against the Red Triangle Circus Gang, Catwoman, The Penguin Commandos and The Penguin! Punch out the gang members or throw your new, computerized Super-Batarang to knock them over! When Catwoman appears and raises her whipcord to attack you, you'll use your LEFT ATTACK button to defend yourself!

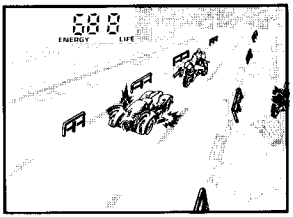
Watch out for the Penguin Commando Army! They'll fire missiles at you! They're even more powerful than the Red Triangle Circus Gang! Move up or down to avoid the missiles! Throw your Super-Batarang to knock down the Penguin Commandos! At the end of the stage, The Penguin appears to fire bullets at you and to defend himself from your Super-Batarang with his umbrella! You win the stage if you can defeat The Penguin by successfully hitting him 5 times!

STAGE 3:
The Penguin has made his escape! You're back in the Batmobile, driving to his hideout in the old abandoned zoo, in the deserted and now forgotten Arctic World Pavillion! But the outside of the hideout is patrolled by more motorcycle members of the Red Triangle Circus Gang! Watch out for their gunfire!

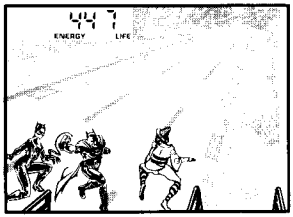
You win this stage if you defeat all the gang members sent out against you! Then you appear as Batman outside the Batmobile at the end of the stage. If you lose the stage, The Penguin will appear to exult in his triumph.

STAGE 4:
You are once again on foot—this time in the inner recesses of The Penguin's lair! All your enemies will come out again to attack you! Dodge up or down to escape enemy fire! Throw your Super-Batarang! Punch your enemies into oblivion!

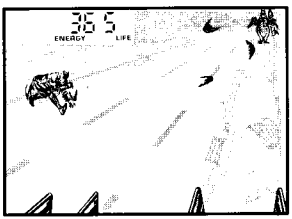
At the end of the stage, The Penguin will once again appear! Now The Penguin's umbrella is doubly dangerous! It can fire both bullets and flames at you! You win the stage and the entire game if you can defeat The Penguin by successfully hitting him 5 times!



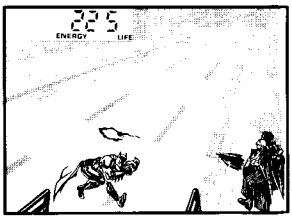
You're behind the wheel of the Batmobile! Steer ▲, ◀, ▶, and BRAKE to defeat the evil Red Triangle Circus Gang!



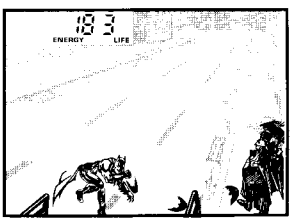
Now you're fighting on foot! Watch out for the Red Triangle Circus Gang and Catwoman!



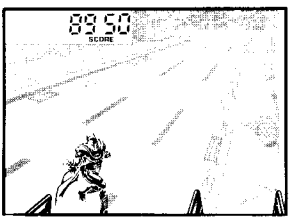
The Penguin's Commandos are on the attack! Use your Super-Batarang to stop them!



The Penguin awaits you at the end of stages 2 and 4 for the ultimate challenge!



Use your Super-Batarang to attack The Penguin! But it will cost you energy!



At the end of each stage (if you win the stage), you appear in the street alone to show that you're the stage winner!

8 HOW TO PLAY

Press the ON/START button to turn on the unit. You'll hear an "On" beep and the maximum score is displayed.

Press the ON/START button again to start the game from stage 1! You begin with zero score.

You always play as Batman. On stages 1 and 3, you fight in the Batmobile! On stages 2 and 4, you fight it out on foot! You must defeat the Red Triangle Circus Gang, The Penguin's Commando Army, Catwoman, and The Penguin himself!

Control Batman and the Batmobile using your control buttons:

▲ATTACK — To attack from FRONT with Batmobile firepower (stages 1 and 3).
— To attack with Super-Batarang (stages 2 and 4).

◀ATTACK — To attack with firepower from BOTH sides of the Batmobile (stages 1 and 3).
— To attack with LEFT punch (stages 2 and 4).

▶ATTACK — To attack with firepower from BOTH sides of the Batmobile (stages 1 and 3).
— To attack with RIGHT punch (stages 2 and 4).

▲ — To ACCELERATE the Batmobile (stages 1 and 3).
— To move UPWARD on foot (stages 2 and 4).

▼ — To BRAKE the Batmobile (stages 1 and 3).
— To move DOWNWARD on foot and to BEND DOWN/ DODGE (stages 2 and 4).

◀ — To steer the Batmobile LEFT (stages 1 and 3).

▶ — To steer the Batmobile RIGHT (stages 1 and 3).
— To move FORWARD on foot (stages 2 and 4).

NOTE: On stages 1 and 3, < ATTACK and > ATTACK buttons have same function: to attack with firepower from both sides of the Batmobile!

Each stage presents it's own special challenges:

	STAGE 1	STAGE 2	STAGE 3	STAGE 4
RED TRIANGLE CIRCUS GANG	32	20	40	32
PENGUIN COMMANDO	-	15	-	20
CATWOMAN	-	10	-	10
PENGUIN	-	1	-	1
PENGUIN -FIRING BULLETS	-	YES	-	YES
PENGUIN -FIRING FLAMES	-	-	-	YES
SPEED	LO	MED	MED	HI
BATMAN -IN BATMOBILE	YES	-	YES	-
BATMAN-ON FOOT	-	YES	-	YES

On stage 1, you're in the Batmobile! Win the stage by using the firepower of the Batmobile to blast the Red Triangle Circus Gang or steer the Batmobile to crash them out of the road!

On stage 2, you're fighting on foot! Punch out your enemies or throw your Super-Batarang as you battle against the Red Triangle Circus Gang, Catwoman, the Penguin Commando Army and The Penguin! As the game summary explains, don't forget to defend yourself against the Catwoman's whipcord by pressing the LEFT-ATTACK button! Move UP or DOWN to avoid the missiles of the Penguin Commando Army! You win the stage by hitting The Penguin 5 times!

On stage 3, you're back in the Batmobile! Once again you've got to blast away the Red Triangle Circus Gang or crash them off the road! There's lots more of them this time!

On stage 4, you're back on foot against all your enemies! This time when you face The Penguin for the last and final time, he'll fire both flames and bullets at you! You defeat him and win the game by hitting him another 5 times!

You'll notice two counters on screen: LIFE COUNTER and ENERGY COUNTER:

LIFE COUNTER
You start each stage with 8 units of life. You lose 1 unit of life each time you are hit by an enemy. Each time you begin a new life unit, your energy counter begins over at 80. The GAME IS OVER if you lose all your life units.

ENERGY COUNTER
You use energy whenever you attack an enemy. You lose 2 units of energy when you use the PUNCH or SUPER-BATARANG, or FIREPOWER FROM THE BATMOBILE to attack. You will lose 1 life unit whenever your energy counter drops to zero. As mentioned above, your energy begins at 80 each time you begin a life unit.

SCORING
You score:

20 POINTS — for defeating each member of the Red Triangle Circus Gang or Catwoman!

40 POINTS — for steering the Batmobile to crash the Red Triangle Circus Gang out of the road on stages 1 and 3.

80 POINTS — for defeating each Penguin Commando

1000 POINTS — for defeating The Penguin

Press the SOUND button at any time to fight in silence. Press it again to regain all the sounds of Gotham City.

Press the PAUSE button at any time to pause the game. Press the ON/START button to continue play.

The game also pauses after each stage is completed and the next stage number is displayed. Press the ON/START button to start the next stage when you're ready!

After a GAME OVER, press the ON/START button to begin a new game from stage 1!

Press the OFF button when you're finished playing. But don't worry if you forget—the game automatically shuts itself off after about three minutes of non-action!

9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:
TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway. Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.
Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$12.00 payment for the repair service.

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